IN THE CLAIMS:

- 1. (currently amended) A method of producing a [[high]] gloss exterior finish on a hearing aid ear shell, the ear shell having a vent, comprising the steps of:
 - (a) manufacturing a hearing aid ear shell by stereolithographic processes; then
 - [[(a)]] (b) coating the ear shell with [[a]] UV-curable substance, creating a new layer of UV-curable substance;
 - [[(b)]] (c) permitting the UV-curable substance to drain off the ear shell, leaving [[a thin]] an uncured layer on the ear shell;
 - [[(c)]] (d) exposing the ear shell to UV light to cure the [[thin]] uncured layer;
 - [[(d)]] (e) removing any excess of the UV-curable substance from step (c); and
 - [[(e)]] (f) exposing the ear shell to UV light a second time; and time.
 - (f) pre-sizing the ear shell-thickness to account for increased thickness added by steps (a) through (e).
- 2. (previously presented) The method of claim 1, wherein the UV-curable substance further comprises a photo-curable polymer.
 - 3. (canceled)
- 4. (currently amended) The method of claim 1, wherein the step [[(d)]] (e) is performed by rinsing the ear shell in an alcohol bath.
- 5. (currently amended) The method of elaim 5 claim 4, wherein the step [[(d)]] (e) is performed with exposure of the ear shell to ultrasound in the alcohol bath.

- 6. (currently amended) A method of producing a [[high]] gloss exterior finish on a hearing aid ear shell, the ear shell having a vent, comprising the steps of:
 - (a) pre-sizing the ear shell thickness to account for increased thickness added by steps (b) through (f) (c) through (g);
 - (b) coating the ear-shell with a UV-curable substance;
 - (b) manufacturing a hearing aid ear shell by stereolithographic processes; then
 - (c) without removing UV-curable substance left on the ear shell, coating the ear shell with a UV-curable substance, creating a new layer of UV-curable substance;
 - [[(c)]] (d) permitting the UV-curable substance to drain off the ear shell, leaving [[a thin]] an uncured layer on the ear shell;
 - [[(d)]] (e) exposing the ear shell to UV light to cure the [[thin]] uncured layer;
 - [[(e)]] (f) removing any excess of the UV-curable substance from step (d); and
 - [[(f)]] (g) exposing the ear shell to UV light a second time.
- 7. (previously presented) The method of claim 6, wherein the UV-curable substance further comprises a photo-curable polymer.
- 8. (currently amended) The method of claim 6, wherein the step [[(e)]] (f) is performed by rinsing the ear shell in an alcohol bath.
- 9. (currently amended) The method of claim 8, wherein the step [[(e)]] (f) is performed with exposure of the ear shell to ultrasound in the alcohol bath.

- 10. (currently amended) A method of producing a [[high]] gloss exterior finish on a hearing aid ear shell, the ear shell having a vent, comprising the steps of:
 - (a) pre-sizing the ear shell thickness to account for increased thickness added by steps (b) through (f) (c) through (g);
 - (b) coating the ear shell with a stereo lithography-resin photo-curable polymer;
 - (b) manufacturing a hearing aid ear shell by stereolithographic processes; then
 - (c) without removing photo-curable polymer left on the ear shell, coating the ear shell with a photo-curable polymer, creating a new layer of photo-curable polymer;
 - [[(c)]] (d) permitting the photo-curable polymer to drain off the ear shell, leaving [[a thin]] an uncured layer on the ear shell;
 - [[(d)]] (e) exposing the ear shell to UV light to cure the [[thin]] uncured layer;
 - [[(e)]] (f) removing any excess of the photo-curable polymer; and
 - [[(f)]] (g) exposing the ear shell to UV light a second time.
- 11. (currently amended) The method of elaim 11 claim 10, wherein the step [[(e)]] (f) is performed by rinsing the ear shell in an alcohol bath.
- 12. (currently amended) The method of claim 11, wherein the step [[(e)]] (f) is performed with exposure of the ear shell to ultrasound in the alcohol bath.
- 13. (new) The method of claim 2, wherein the photo-curable polymer is the same as that used during stereolithography.